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# Index of DOS games (D)

This is an index of notable DOS games.

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# Index of DOS games

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| Title | Released | Developer(s) | Publisher(s) |
|---|---|---|---|
| *D* | 1995 | WARP | Acclaim Entertainment |
| *Dagger of Amon Ra, The* | 1992 | Sierra On-Line | Sierra On-Line |
| *Dalek Attack* | 1992 | Alternative Software | Alternative Software |
| *Dam Busters* | 1986 | Sydney Development Corp. | U.S. Gold |
| *Dame Was Loaded, The* | 1995 | Beam Software | Philips Interactive Media |
| *Dangerous Dave* | 1990 | John Romero | Softdisk |
| *Dangerous Dave in Copyright Infringement* | 1990 | John Romero | |
| *Dangerous Dave in the Haunted Mansion* | 1991 | Gamer's Edge, id Software | Softdisk |
| *Dangerous Dave's Risky Rescue* | 1993 | Gamer's Edge | Softdisk |
| *Dark Ages* | 1991 | Scenario Software | Apogee Software |
| *Dark Castle* | 1987 | Silicon Beach Software | Mirrorsoft |
| *Darker* | 1995 | Psygnosis | Psygnosis |
| *Dark Heart of Uukrul, The* | 1990 | Digital Studios Limited | Broderbund |
| *Darklands* | 1992 | MicroProse | MicroProse |
| *Dark Legions* | 1994 | Silicon Knights | Strategic Simulations |
| *Darklight Conflict* | 1997 | Rage Software | Electronic Arts |
| *Dark Queen of Krynn* | 1992 | Strategic Simulations | Strategic Simulations |
| *Dark Seed* | 1992 | Cyberdreams | Cyberdreams |
| *Dark Seed 2* | 1995 | Destiny Media Technologies | Cyberdreams |
| *Darkspyre* | 1990 | Event Horizon Software | Event Horizon Software |
| *Dark Sun: Shattered Lands* | 1993 | Strategic Simulations | Strategic Simulations |
| *Dark Sun: Wake of the Ravager* | 1994 | Strategic Simulations | Strategic Simulations, Mindscape |
| *Daryl F. Gates' Police Quest: SWAT* | 1995 | Sierra On-Line | Sierra On-Line |
| *Das Stundenglas* | 1990 | Weltenschmiede | Software 2000 |
| *Daughter of Serpents* | 1992 | Eldritch Games | Millennium Interactive |
| *Dave Goes Nutz* | 1993 | Gamer's Edge | Softdisk |
| *David Leadbetter's Greens* | 1992 | Thought Train | MicroProse |
| *David Wolf: Secret Agent* | 1989 | Dynamix | Dynamix |
| *Dawn Patrol* | 1994 | Rowan Software | Empire Interactive |
| *Dawn Patrol: Head to Head* | 1995 | Rowan Software | Empire Interactive |

| Title | Released | Developer(s) | Publisher(s) |
|---|---|---|---|
| *Day of the Tentacle* | 1993 | LucasArts | LucasArts |
| *Day of the Viper* | 1989 | Accolade | Accolade |
| *Days of Thunder* | 1990 | Argonaut Software | Mindscape |
| *D-Day: America Invades* | 1995 | Atomic Games | Avalon Hill |
| *Deadline* | 1982 | Infocom | Infocom |
| *Deathbringer* | 1992 | Empire Interactive | Empire Interactive |
| *Death Bringer* | 1989 | Pandora Software | Pandora Software |
| *Death Gate* | 1994 | Legend Entertainment | Legend Entertainment |
| *Death Knights of Krynn* | 1991 | Strategic Simulations | Strategic Simulations |
| *Death Rally* | 1996 | Remedy Entertainment | Apogee Software |
| *Deathtrack* | 1989 | Dynamix | Activision |
| *Decision in the Desert* | 1985 | MicroProse | MicroProse |
| *Deep Space: Operation Copernicus* | 1986 | Sir-Tech | Sir-Tech |
| *Deer Napped* | 1995 | Nic-Ty Entertainment | Nic-Ty Entertainment |
| *Defcon 5* | 1995 | Millennium Interactive | Nova Spring |
| *Defender* | 1983 | Atari | Atarisoft |
| *Defender of the Crown* | 1987 | Master Designer Software | Mirrorsoft |
| *Deja Vu: A Nightmare Comes True* | 1987 | ICOM Simulations | Mindscape |
| *Deja Vu II: Lost in Las Vegas* | 1990 | ICOM Simulations | Mindscape |
| *Delta V* | 1994 | Bethesda Softworks | Bethesda Softworks |
| *Demon Attack* | 1982 | Imagic | Imagic |
| *Demon Stalkers* | 1988 | Micro Forté Pty | Electronic Arts |
| *Demon's Forge* | 1987 | Saber Software | Saber Software |
| *Demon's Winter* | 1988 | Strategic Simulations | Strategic Simulations |
| *Depth Dwellers* | 1994 | TriSoft | TriSoft |
| *Der Schatz im Silbersee* | 1993 | CyberVision | Software 2000 |
| *Descent* | 1994 | Parallax Software | Interplay Entertainment |
| *Descent II* | 1996 | Parallax Software | Interplay Entertainment |
| *Descent to Undermountain* | 1998 | Interplay Entertainment | Interplay Entertainment |
| *Desert Strike: Return to the Gulf* | 1992 | Electronic Arts | Electronic Arts |
| *Designasaurus* | 1988 | DesignWare | Britannica Software |
| *Designasaurus II* | 1990 | Visual Concepts | Britannica Software |
| *Despair 2* | 1995 | U-Neek Software | U-Neek Software |
| *Despair 3* | 1995 | U-Neek Software | U-Neek Software |
| *Destroyer* | 1986 | Epyx | Epyx |

| Title | Released | Developer(s) | Publisher(s) |
|---|---|---|---|
| *Destruction Derby* | 1995 | Reflections Interactive | Psygnosis |
| *Destruction Derby 2* | 1996 | Reflections Interactive | Psygnosis |
| *Detroit* | 1994 | Impressions Games | Impressions Games |
| *Deus* | 1996 | Silmarils | ReadySoft |
| *D/Generation* | 1991 | Veda Hlubinka-Cook, James Brown | Mindscape |
| *Die Hard* | 1990 | Pack-In-Video | Activision |
| *Die Kathedrale* | 1991 | Weltenschmiede | Software 2000 |
| *Dig Dug* | 1982 | Atari | Atarisoft |
| *Digger* | 1983 | Windmill Software | Windmill Software |
| *Diggers* | 1993 | Millennium Interactive | Nova Spring |
| *Diggers 2: Extractors* | 1995 | Millennium Interactive | |
| *Dig, The* | 1995 | LucasArts | LucasArts |
| *DinoPark Tycoon* | 1993 | MECC, Manley & Associates | MECC |
| *Dinotopia* | 1995 | Dreamers Guild | Turner Interactive |
| *Dino Wars* | 1990 | Off The Wall Productions | DigiTek Software |
| *Disciples of Steel* | 1994 | MegaSoft Entertainment | FormGen |
| *Discoveries of the Deep* | 1993 | Capstone Software | Capstone Software |
| *Discovery: In the Steps of Columbus* | 1992 | Impressions Games | |
| *Discworld* | 1995 | Teeny Weeny Games, Perfect 10 Productions | Psygnosis, Dro Soft |
| *Discworld II* | 1996 | Perfect Entertainment | Psygnosis |
| *Disney's Aladdin* | 1992 | Virgin Interactive, Disney Interactive Studios | Virgin Interactive |
| *Disney's Duck Tales: The Quest for Gold* | 1990 | Incredible Technologies | Walt Disney Computer Software |
| *Dive Bomber* | 1988 | Acme Animation | U.S. Gold |
| *Dizzy: Prince of the Yolkfolk* | 1993 | Codemasters | Codemasters |
| *Dogfight* | 1993 | Microprose | Microprose |
| *Dominus* | 1994 | Visual Concepts | U.S. Gold |
| *Donald's Alphabet Chase* | 1988 | Westwood Associates | Disney Software |
| *Donald Duck's Playground* | 1986 | Sierra On-Line | Sierra On-Line |
| *Donkey* | 1981 | Microsoft Game Studios | IBM, Microsoft Game Studios |
| *Donkey Island* | 2000 | Pterodon Software | Epic Games |
| *Donkey Kong* | 1982 | Softweaver | Atarisoft |

| Title | Released | Developer(s) | Publisher(s) |
|---|---|---|---|
| *Doom* | 1993 | id Software | id Software, Midway Games, GT Interactive |
| *Doom II: Hell on Earth* | 1994 | id Software | GT Interactive |
| *Double Dare* | 1988 | GameTek | GameTek |
| *Double Dragon* | 1988 | Arcadia Systems | Arcadia Systems |
| *Double Dragon II: The Revenge* | 1989 | Virgin Mastertronic | Virgin Games |
| *Double Dragon 3: The Rosetta Stone* | 1992 | Storm Software | Interavision |
| *Double Dribble* | 1990 | Novotrade International | Konami |
| *Downhill Challenge* | 1988 | Microïds | Loriciel |
| *Down in the Dumps* | 1996 | Haiku Studios | Philips Media |
| *Dracula Unleashed* | 1993 | ICOM Simulations | Viacom |
| *Dragon History* | 1995 | NoSense | Vochozka Trading |
| *Dragon Knight 2* | 1991 | Elf Co., Ltd. | Elf Co., Ltd. |
| *Dragon Knight 4* | 1994 | Elf Co., Ltd. | Elf Co., Ltd. |
| *Dragon Lord* | 1990 | Outlaw Software | Spotlight Software |
| *Dragon Lore: The Legend Begins* | 1994 | Cryo Interactive | Mindscape |
| *Dragon's Lair* | 1993 | ReadySoft Incorporated | ReadySoft Incorporated |
| *Dragon's Lair: Escape from Singe's Castle* | 1991 | Sullivan Bluth Interactive Media | ReadySoft Incorporated |
| *Dragon's Lair II: TimeWarp* | 1990 | Sullivan Bluth Interactive Media | ReadySoft Incorporated |
| *Dragon's Lair III: The Curse of Mordread* | 1992 | Sullivan Bluth Interactive Media | ReadySoft Incorporated |
| *Dragon Slayer: The Legend of Heroes* | 1990 | Nihon Falcom | Nihon Falcom |
| *Dragon Slayer: The Legend of Heroes II* | 1992 | Nihon Falcom | Nihon Falcom |
| *Dragons of Flame* | 1989 | U.S. Gold | Strategic Simulations, U.S. Gold |
| *Dragonsphere* | 1994 | MicroProse | MicroProse |
| *DragonStrike* | 1990 | Westwood Studios | Strategic Simulations |
| *Dragon Wars* | 1989 | Interplay Entertainment | Activision |
| *Dragonworld* | 1984 | Byron Preiss Video Productions | Trillium Corp. |
| *Drakkhen* | 1989 | Infogrames | Data East |
| *Dráscula: The Vampire Strikes Back* | 1996 | Alcachofa Soft | Digital Dreams Multimedia |
| *Dr. Doom's Revenge* | 1989 | Paragon Software | Empire Interactive |
| *Dreams to Reality* | 1997 | Cryo Interactive | Cryo Interactive |
| *Dreamweb* | 1994 | Creative Reality | Empire Interactive |

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|---|---|---|---|
| *Drugwars* | 1994 | American Laser Games | American Laser Games |
| *Druid: Daemons of the Mind* | 1995 | Homebrew Software | Homebrew Software |
| *Duel: Test Drive II* | 1989 | Distinctive Software | Accolade |
| *Duke Nukem* | 1991 | Apogee Software | Apogee Software |
| *Duke Nukem II* | 1993 | Apogee Software | Apogee Software |
| *Duke Nukem 3D* | 1996 | 3D Realms | Apogee Software |
| *Dune* | 1992 | Cryo Interactive | Virgin Entertainment |
| *Dune II: The Building of a Dynasty* | 1992 | Westwood Studios | Virgin Interactive |
| *Dungeon Explorer* | 1990 | John K. Murphy | |
| *Dungeon Hack* | 1993 | DreamForge Intertainment | Strategic Simulations |
| *Dungeon Keeper* | 1997 | Bullfrog Productions | Electronic Arts |
| *Dungeon Keeper: The Deeper Dungeons* | 1997 | Bullfrog Productions | Electronic Arts |
| *Dungeon Master* | 1992 | FTL Games | Psygnosis |
| *Dungeon Master II: The Legend of Skullkeep* | 1995 | FTL Games | Interplay Entertainment |
| *Dungeons of Kroz* | 1989 | Scott Miller | Apogee Software |
| *Dunjax* | 1990 | Jeff Mather, David Niec | |
| *Dunjonquest: Curse of Ra* | 1982 | Epyx | Automated Simulations |
| *Dunjonquest: Morloc's Tower* | 1983 | Epyx | Automated Simulations |
| *Dunjonquest: Temple of Apshai* | 1982 | Epyx | Automated Simulations |
| *Dunjonquest: Upper Reaches of Apshai* | 1982 | Epyx | Automated Simulations |
| *Dusk of the Gods* | 1991 | Event Horizon Software | Interstel |

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